

THE RANCOR PIT

↓ΞV 7KΛHΔ7 U1↓

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--Sunday, December 15, 2002

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Sarkan

Attribute Dice: 12D**DEXTERITY** 1D/3D+2**KNOWLEDGE** 2D/4D+1**MECHANICAL** 1D/3D+2**PERCEPTION** 2D/4D+2**STRENGTH** 3D/6D+1**TECHNICAL** 1D/3D**Special Abilities:**

Night Vision: The Sarkans tend to have excellent night vision, and operate in darkness with no penalty.

Cold Blooded: Sarkans are cold-blooded. If exposed to extreme cold, they grow extremely sluggish (all die codes are reduced by -3D). They can die from exposure to freezing temperatures within 20 minutes.

Tail: Sarkans can use their thick tail to attack in combat, inflicting STR+3D damage.

Story Factors:

Sarkan Protocol: Sarkans must be treated with what they consider "proper respect". The Sarkan code of protocol is quite explicit and any violation of established Sarkan greeting procedure is a severe insult. For "common" Sarkans, the greeting is brief and perfunctory, but for respected members of the society, the procedure is quite elaborate.

Move: 4/7**Size:** 1.9-2.2 meters tall

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